1 Commands

1.1 Movement and Attacking

Move using number keys, vi keys, or arrow keys. Attempting to move into a creature's tile will either attack it, if the creature is hostile, or else prompt for confirmation to attack, switch places, or squeeze past. If carrying a digging implement, and trying to move into a diggable tile (e.g. rock, earth), an attempt to dig will be made.

7, y	8, k, ↑	9, u
4, h ←	s, .	6, l, →
1, b	2, j ↓	3, n

w Automatic movement

< Ascend on world map tiles, staircases, etc.

> Descend on world map tiles, staircases, etc. On a non-staircase tile, while carrying a shovel, dig.

1.2 Actions

5 Rest for a while.

, Pick up item.

d Drop item.

i View equipment and items.

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_ Pray.

L Look at any tile currently in view.

f Fire a missile.

D Drink a potion.

r Read a scroll or a book.

$ Display number of ivory pieces currently on hand.

e Eat a comestible.

C Chat with an adjacent creature.

a Apply a nearby terrain feature.

q List current quests.

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z Cast ('z'ap) a known spell.

B Display bestiary information.

v Evoke a wand.

K Kick.

O Offer a sacrifice while at an altar.

/ Skin a corpse.

P Show the current piety level.

X Show experience-related details.

1.3 Leaving the Game

S Save the game, then quit.

Q Quit the game without saving – the current character will be lost.

1.4 Miscellaneous

M View messages in the message buffer.

W Melee weapon information.

R Ranged weapon information.

V Game version details.

T Current date and time in-game.

@ Display character details.

Dump character details to disk.

F1 Show current resistance information.

F2 Show current conduct information.

F11 Execute a Lua statement (debug only)

F12 Reload Lua scripts and string identifiers.